



to **FANTS GROVE WMA, PO BOX 167, COLUMBIA, SC 29202** (\$25.00 per hunter, plus \$5.50 for each **resident** purchasing a temporary WMA permit). A person may apply only once. Application will be voided if it includes a name entered more than once. After the selection process, each applicant will receive a letter of notification indicating which hunt party has been selected. For all unsuccessful applications, a refund check will be mailed to the first person

TEMPORARY \$5.50 WMA PERMIT?
☐ YES ☐ NO

Available to SC residents only
 To determine if you need a WMA Permit,
 please see application instructions.

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08WL5650



2008 FANTS GROVE WMA • APPLICATION INSTRUCTIONS



Please save this explanation sheet until you have been notified if you were drawn. Read all instructions carefully. **Applications submitted incorrectly, illegibly or in duplication will be voided.** Read carefully before completing application. **Notification regarding status will be mailed to all applicants after the hunt is drawn.**

1. **HUNTING LICENSE:** Each successful applicant must have a Wildlife Management Area Permit and a Big Game Permit in addition to a valid Hunting License to attend the hunt. A Big Game Permit is not needed if you possess a Sportsman License, Combination License, Junior Outdoorsman License, a Gratis (Over 64) License or are under the age of 16. Any hunter younger than 16 years of age is not required to possess a hunting license, but must be accompanied by an adult 21 years or older.
2. **HUNT FEE:** A fee deposit of \$25 per hunter must accompany the application. REMIT ONLY BY A SINGLE CHECK OR MONEY ORDER SUBMITTED BY THE 1ST HUNTER ON THE APPLICATION. Make checks payable to S.C. Department of Natural Resources. Should the check of an applicant be returned by the bank, there will be a \$25 service charge. If the application is not drawn, the hunt and permit fees will be refunded.
3. **WMA PERMIT:** All drawn applicants must possess a Wildlife Management Area permit. A temporary \$5.50 WMA Permit, good only for this draw hunt, **is available ONLY to residents and ONLY at the time of application.** If selected, the notification slip indicates the \$5.50 WMA permit is included. A \$5.50 temporary WMA permit is not needed if you possess a Sportsman License, Junior Outdoorsman License, a regular WMA Permit, a Gratis (Over 64) License or are under the age of 16. **(Nonresidents are not eligible for temporary WMA permit.)**
4. **DUPLICATE APPLICANTS:** A person may apply only once. **All applications** including the name of a duplicate applicant will be disqualified from the drawing.
5. **HUNT DATES:** If "YES" (under "Will you accept any dates?") is checked, no dates may be excluded.
6. **HUNT AREAS:** Hunters must select areas A-G. Refer to map on the reverse side of instructions.

CANCELLATIONS

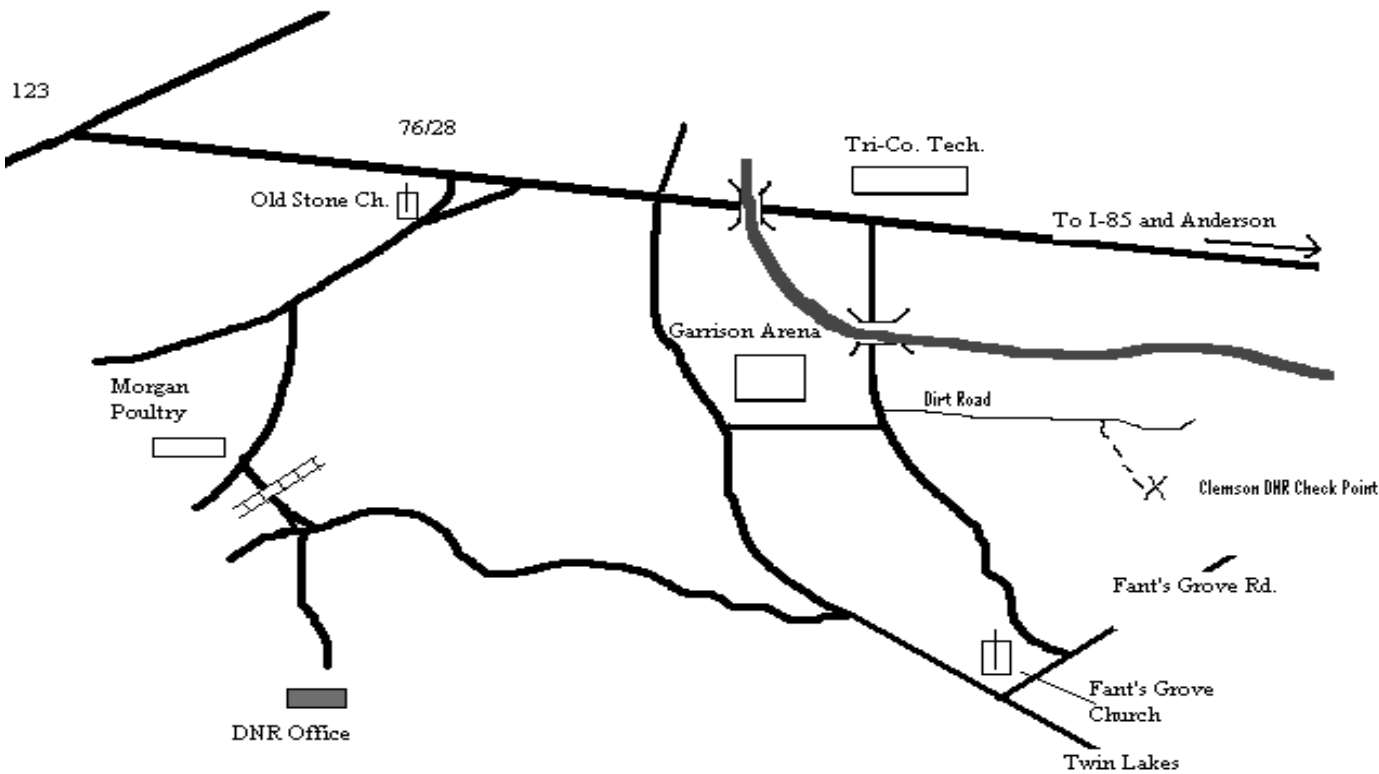
1. Once drawn, cancellations will NOT be refunded.
2. Successful applicants should contact the Columbia office (803-734-3609) if they are unable to attend the hunt.
3. **THERE WILL BE NO TRANSFERS!**
4. Canceled slots will be filled by random selection of unsuccessful applicants.

HUNT INFORMATION

1. All hunters are required to check-in and obtain a daily permit at the Clemson DNR check point at 11:00am on the first day of their hunt and by 6:00am the following day. Any hunter not checked in by 6:00am will not be allowed to hunt during the morning hunt.
2. All hunters must leave their hunt area immediately after dark and must report to the Clemson DNR checkpoint to check-out by 7:30pm. Those persons needing to return to the hunt area to look for a wounded deer or retrieve a dead deer must notify DNR personnel at that time.
3. Scouting is open to the public anytime prior to each hunt period. During hunt periods, midday scouting may be done between the hours of 11:00am and 2:00pm. During hunt periods, midday scouting can only be conducted by hunters selected for that hunt period.
4. No archery equipment will be permitted for use. All guns must be unloaded and cased while not in use.
5. Parking is allowed along the sides of roads. Do not block gates. Vehicles blocking gates will receive tickets.
6. Portable stands may be placed prior to each hunt period and must be removed no later than one day following each hunt period. Please note that all stands put up and left in the woods will be at the owners risk.
7. Hunters will be allowed to hunt the evening of the first day of their hunt and morning and evening of the second day.
8. All hunters must wear a visible coat, vest or hat of solid International Orange color while hunts are in progress.
9. Hunters may use boats to enhance hunter access. Running lights and all other safety equipment are required.
10. The use of trail dogs will be allowed on a leash for the recovery of wounded deer from 11:00 am to 2:00 pm and after dark. You must notify DNR personnel before a dog is utilized.
11. ATV's are not allowed on Fant's Grove WMA. DNR Personnel will be available to assist picking up deer, provided that hunters have dragged the deer to the closest road. Deer carts are advisable for those that own one.
12. The bag limit is 2 deer total not to include more than one buck.
13. **All bucks harvested must have at least 4 points on one side or a 12" minimum outside spread.**
14. All harvested deer must be promptly brought to the Clemson DNR check point.
15. While hunting on Wildlife Management Area, no person may possess, consume or be under the influence of intoxicants, including beer, wine, liquor or drugs.
16. All Wildlife Management area rules and regulations apply.
17. Access for firearms hunting on the Fant's Grove Wildlife Management Area is allowed only from the Clemson DNR check point as indicated on the hunt map. Hunters must check in and out daily at the Clemson DNR check point.
18. Respect other users of the fant's grove wildlife management area - this area is also open to the general public for uses such as horseback riding, jogging, bike riding, etc..
19. Hunting is not allowed within 100 yards of Lake Hartwell or any public road.



FANT'S GROVE WILDLIFE MANAGEMENT AREA DEER HUNTERS
* PLEASE TAKE NOTE *



HUNT AREAS

The Fants Grove WMA is located in Anderson County. Turn off Highway 76 onto the road across from Tri-County Technical College in Pendleton. Proceed approximately 1.2 miles, and the Check Point Entrance will be on the left.

